

Figure 1

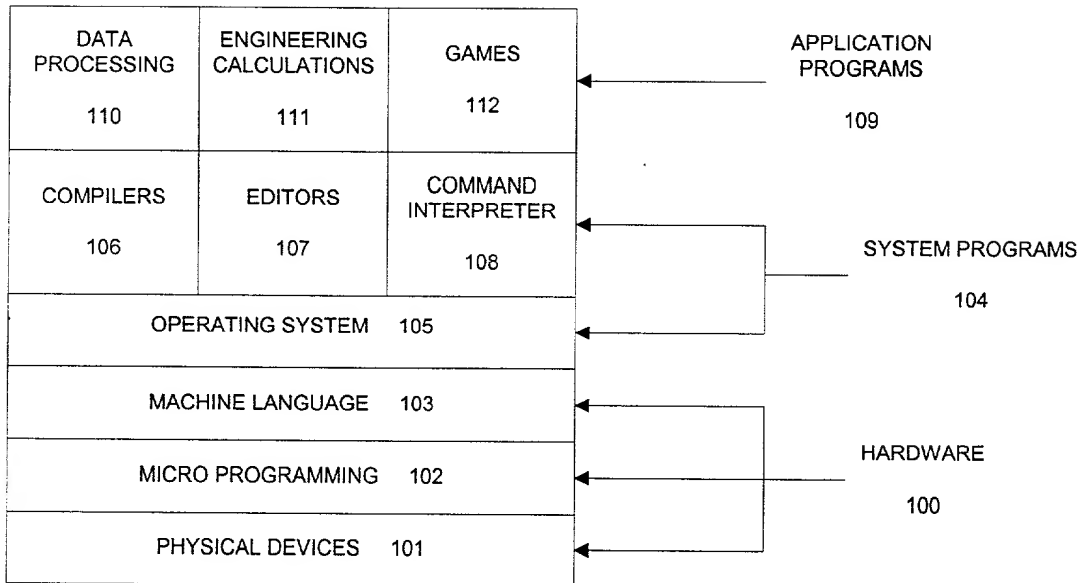


Figure 2

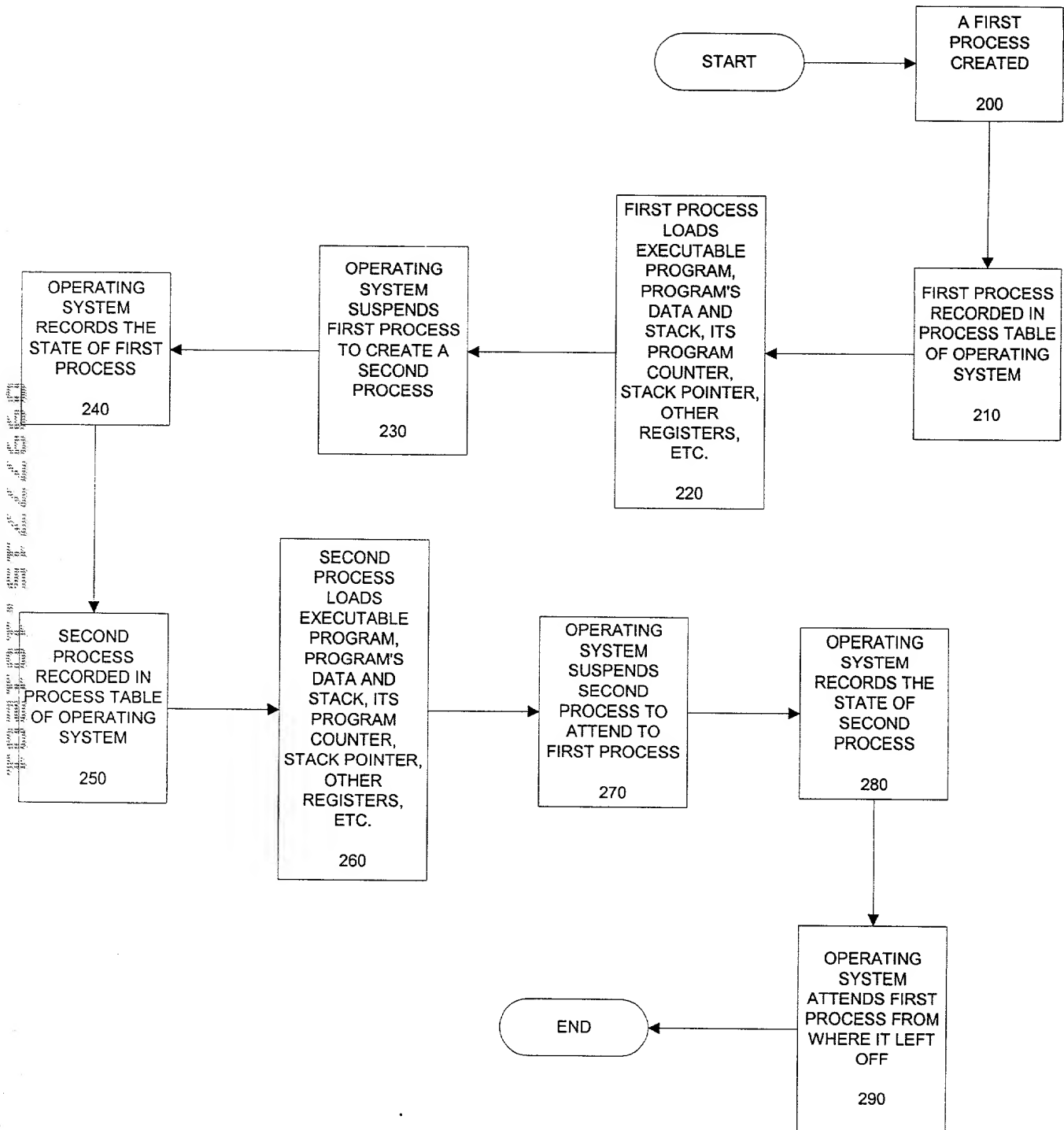


Figure 3A

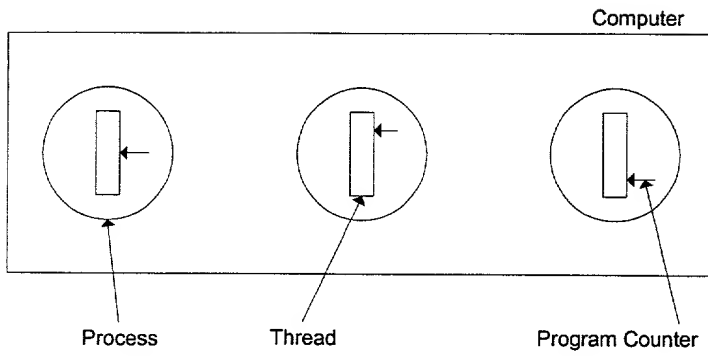


Figure 3B

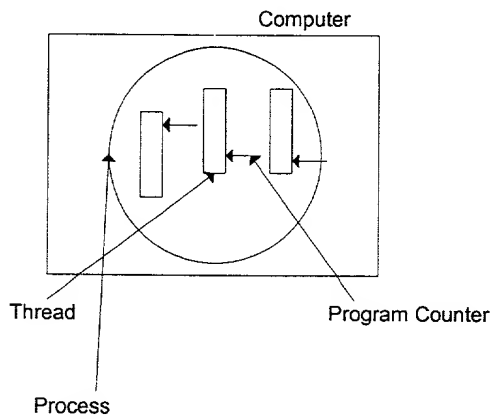


Figure 3C

Per Thread Items
Program Counter
Stack
Register Set
Child Threads
State

Per Process Items
Address Space
Global Variables
Open Files
Child Processes
Timers
Signals
Semaphores
Accounting Information

Figure 4

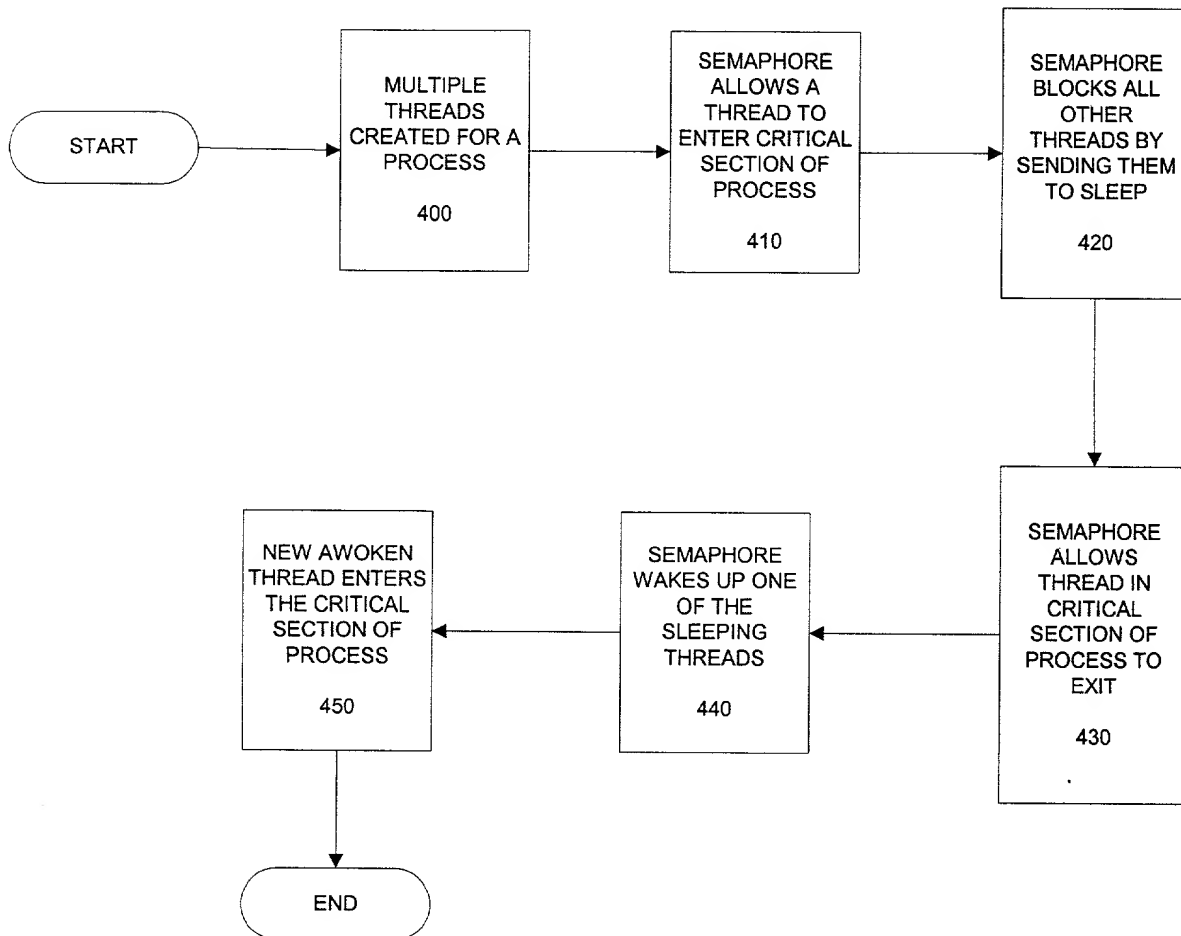


Figure 5

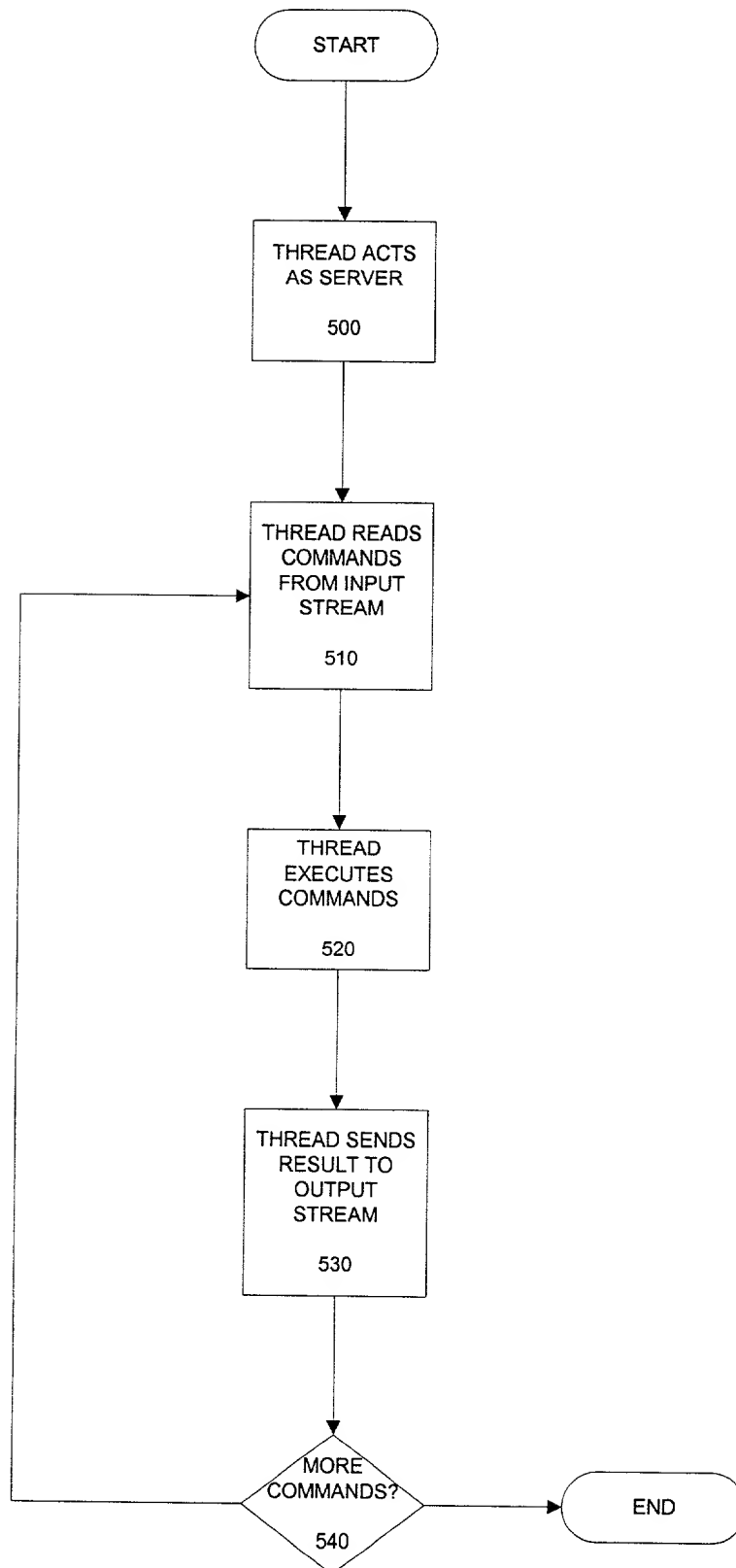


FIGURE 6 – Page 1

Output type	Input type	Operation
integer	integer	copy left to right
	real	real converted to integer
	string	string converted to integer if possible, 0 otherwise
	vector	first element converted to integer
	map	first element converted to integer
	char	converted to integer
	block	integer set to address
	enumconst	index into enumeration
	object	call toInteger() if present, otherwise address of object
	stream	one integer read from stream
real	integer	converted to real
	real	copied
	string	string converted to real if possible, 0.0 otherwise
	vector	first element converted to real
	map	first element converted to real
	char	converted to integer then real
	block	converted to integer then real
	enumconst	converted to integer then real
	object	toReal() called if present, error otherwise
	stream	one floating point number read from stream
string	integer	converted to string
	real	converted to string
	string	copied
	vector	each element appended to string
	map	each element appended to string
	char	converted to string
	block	name of block
	enumconst	name of constant
	object	toString() called if present, <u>blockname@address</u> if not
	stream	one line read from stream
char	integer	truncated to 8 bits
	real	runtime error
	string	first character in string
	vector	first element converted to char
	map	first element converted to char
	block	first character of name
	enumconst	'A' = first const, 'B' = second, etc
	object	toChar() called if present, error if not
	stream	one char read from stream

FIGURE 6 – Page 2

Output type	Input type	Operation
vector	object	toVector() called if present, otherwise object appended to vector
	anything	appended to vector
map	object	toMap() called if present, otherwise appended
	anything	appended as {x = x}
function	scalar	function called with single argument
	vector	function called once for each element. Element passed as parameter
	map	function called for each element. Function has to arguments for left and right of map pair.
	stream	function called for each line of input
thread		like function
class		like function only new object created for each
package		like class
enum		runtime error
enumconst		runtime error
object		runtime error
stream	integer	converted to decimal character sequence
	real	converted to floating point character sequence
	string	each character written
	char	single character written
	vector	each element written
	map	each element written as left = right
	block	block name written
	enumconst	name of constant written
	object	"object " + address written
	stream	steam copied

Figure 7

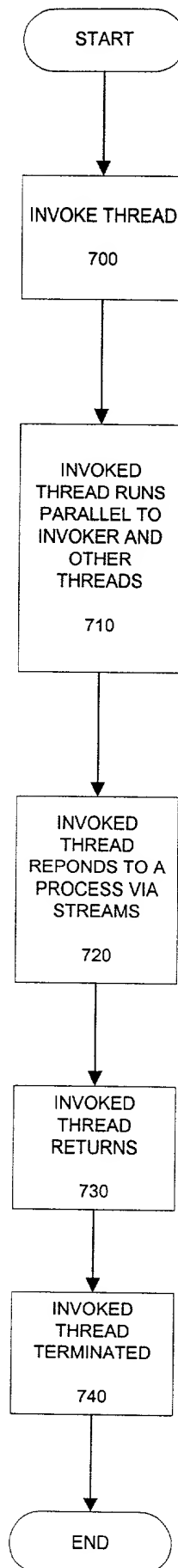


Figure 8

Function	Parameters	Purpose
sleep	Time in microseconds	Delay the current thread for a time
setPriority	Integer priority	Set the priority level of the current thread
getPriority		Return the current priority level of the current thread
getID		Get the current integral thread id
join	Stream connecting to thread	Wait for thread to terminate

Figure 9

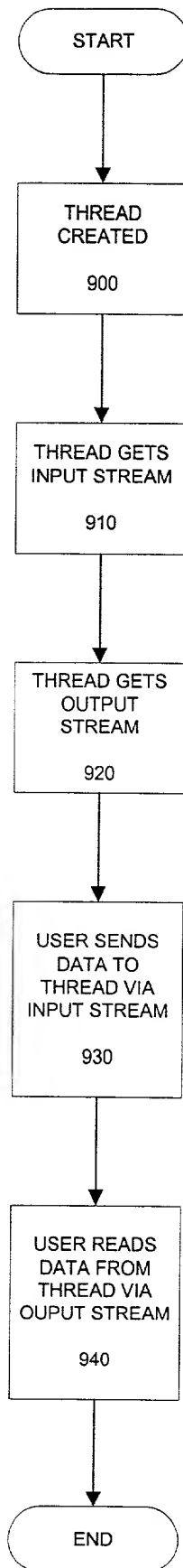


Figure 10

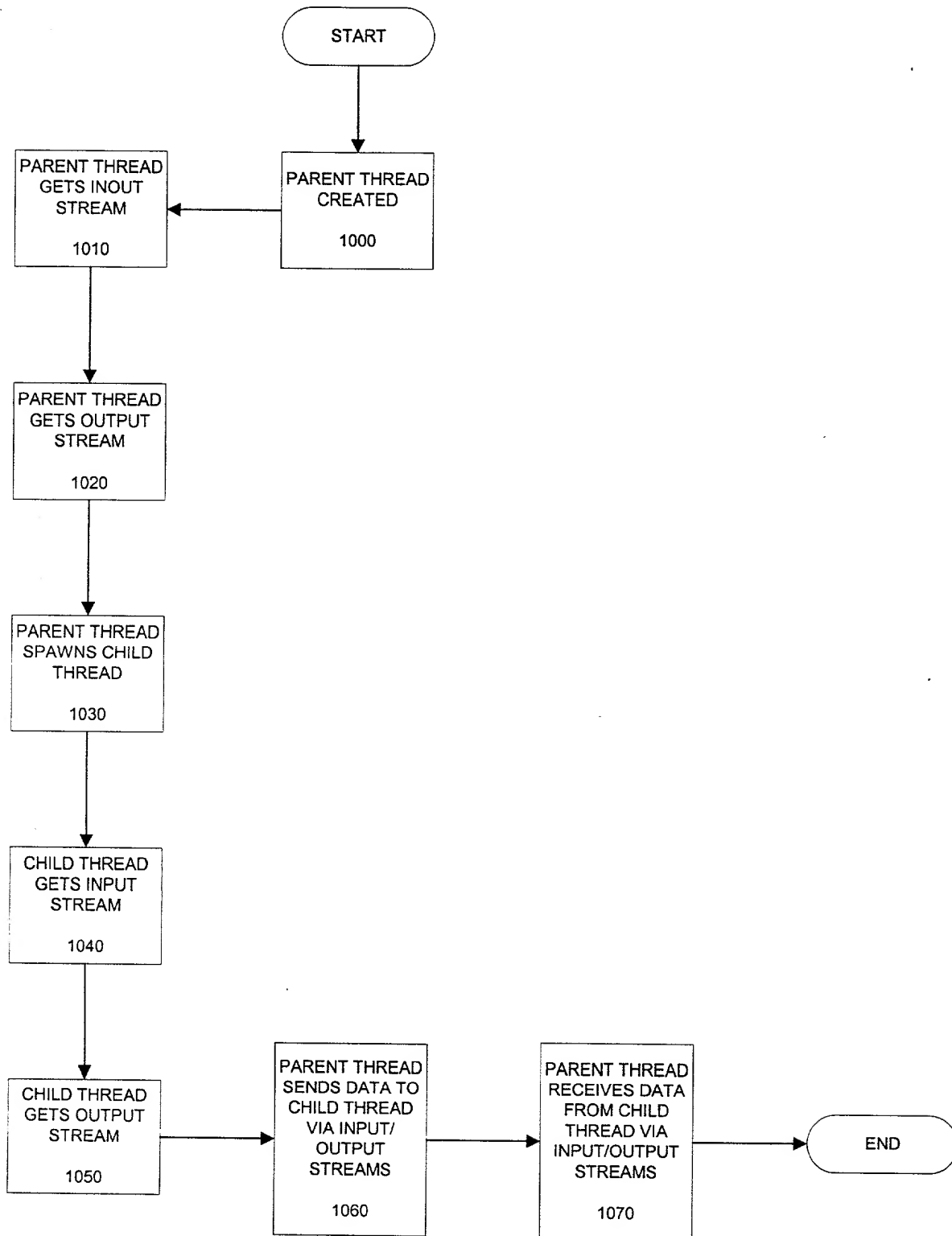


Figure11

